The Berenstain Bears™

TALKING VIDEO GAME INSTRUCTIONS

Use with the KID VID™ Voice Module and your GEMINI™, Atari® 2600™ VCS or other compatible game system.

THREE GAMES IN ONE!

- For one player
- For Color TV

Help Brother Bear™ cycle through Bear Country while learning numbers and alphabet letters in this fun-filled game of action and song!

COLECO

GETTING READY TO PLAY

Always be sure your video game is off when you put in or take out a game cartridge!

Also make sure the Voice Module is off when you put in or take out a cassette tape!

It's easy to get started. Just follow along with me!

Ready?

1

First plug a **hand controller** into the **left** Joystick port.

2

Then plug the **Voice Module** into the **right** Joystick port. Now turn your TV on.

OFF

3 Make sure your game system is off.

4 Then put in the game cartridge.

2

Turn the game system on. The Title Screen will appear on your TV.

Welcome to Bear Country!

Now put a game tape into the Voice Module.
But remember—always rewind it to the beginning
if it needs to be.

Just press the REWIND key to make sure.

Don't forget to press the STOP key afterward!

What's next?

Press the PLAY key on the
Voice Module. That's how you
start a new game!

Soon the game will start. Set the
volume wheel to where you like it.

This is important!

The tape stops by itself when it comes to the end of the game. Then
press STOP to turn the Voice Module off.

Also, if you press the REWIND key or

FAST FORWARD key, you must always

press the STOP key after the tape stops

turning. Will you remember?

3

Color Screen Messages

Here are some color messages you can read:

A yellow screen on your TV tells you that the tape has ended. Press the RESET key on your game system. Then remember to rewind the tape.

A purple screen tells you to check if you have the tape that goes with the game cartridge.

HOW DO THE CONTROLS WORK?

Hold your controller with the Play/Action Button to your left and toward the TV.

Use the Joystick to control Brother Bear™.

Guess what?

There's no need to use the Play/Action Button for this game.

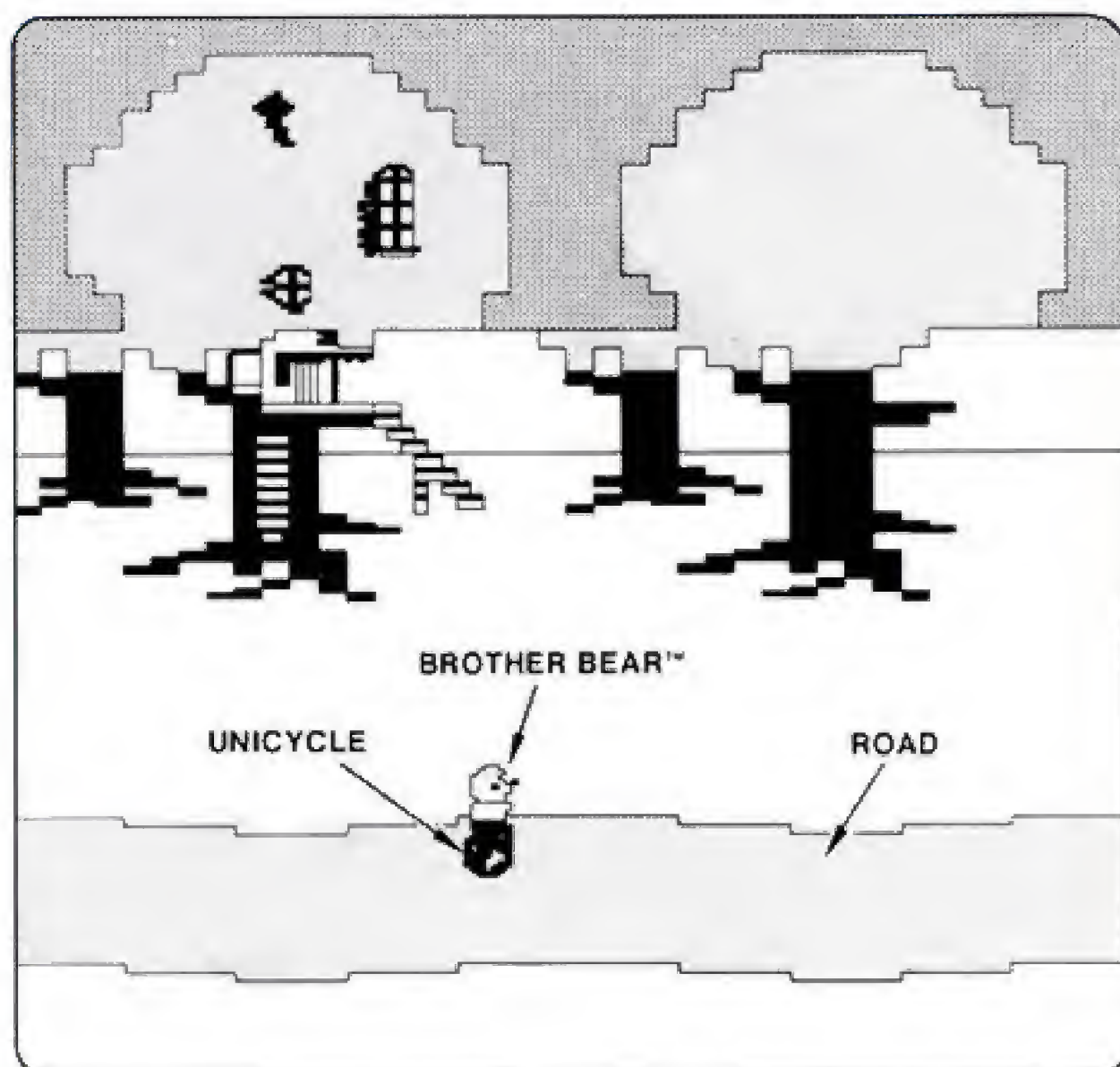When you play, remember to listen to the tape for what to do.

All set?　　**Here we go!**

WHAT IT'S ALL ABOUT

Lookee here! Each game you play has a Treehouse scene. My pal Actual Factual Bear™ starts the game rolling. After he leaves, I ride on my unicycle. The song explains the game to you. The Treehouse scene is always for practice!

BROTHER BEAR™

UNICYCLE

ROAD

Treehouse Scene: Move Brother Bear™ to the right. But stay on the road!

Soon the song ends. Use the Joystick to move me from left to right. Keep me on the road! If I touch the side of the road, you'll hear a buzzer. So keep trying! Get me to the right side—that's where I want to go!
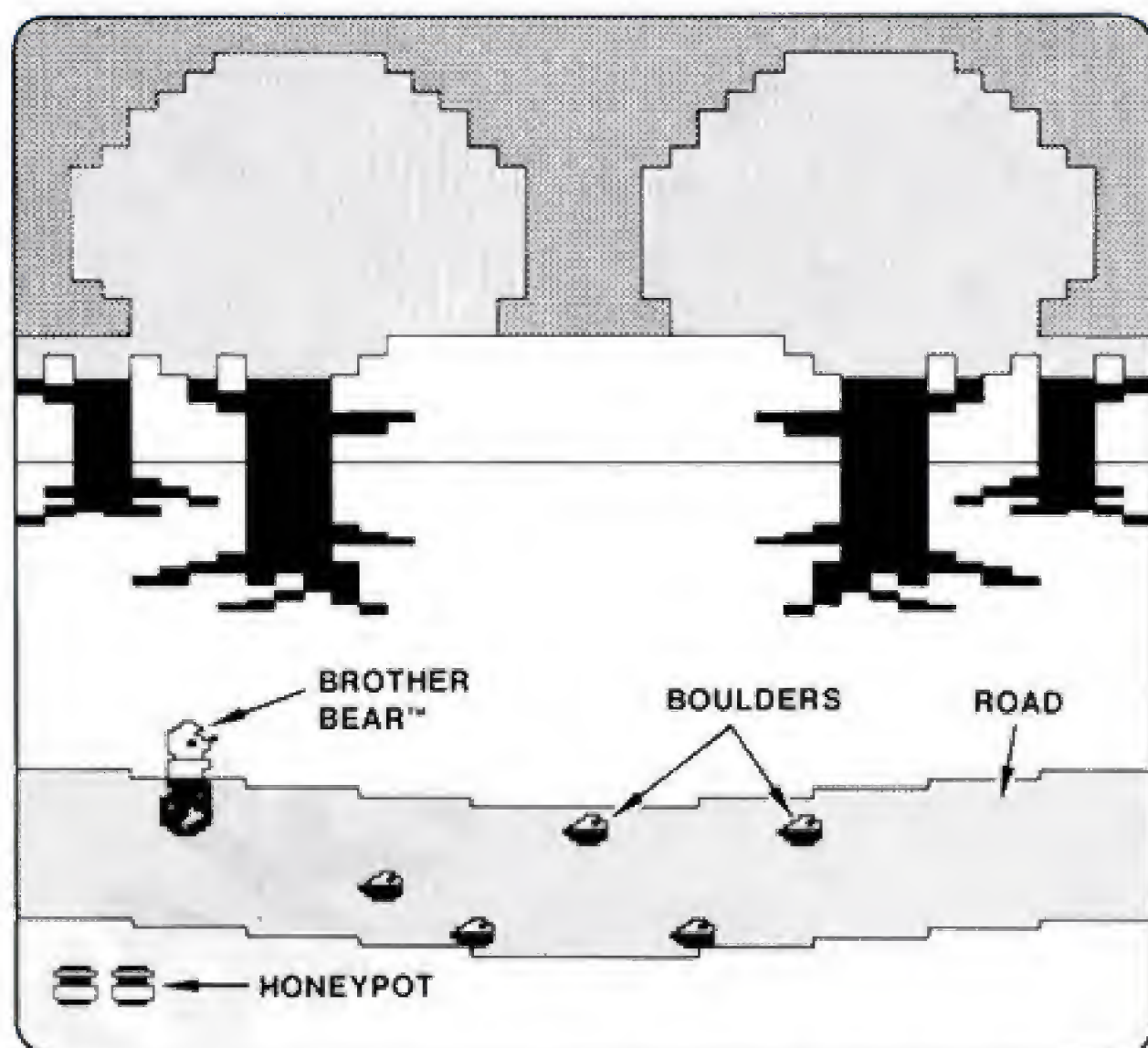
What comes next? A Road scene!
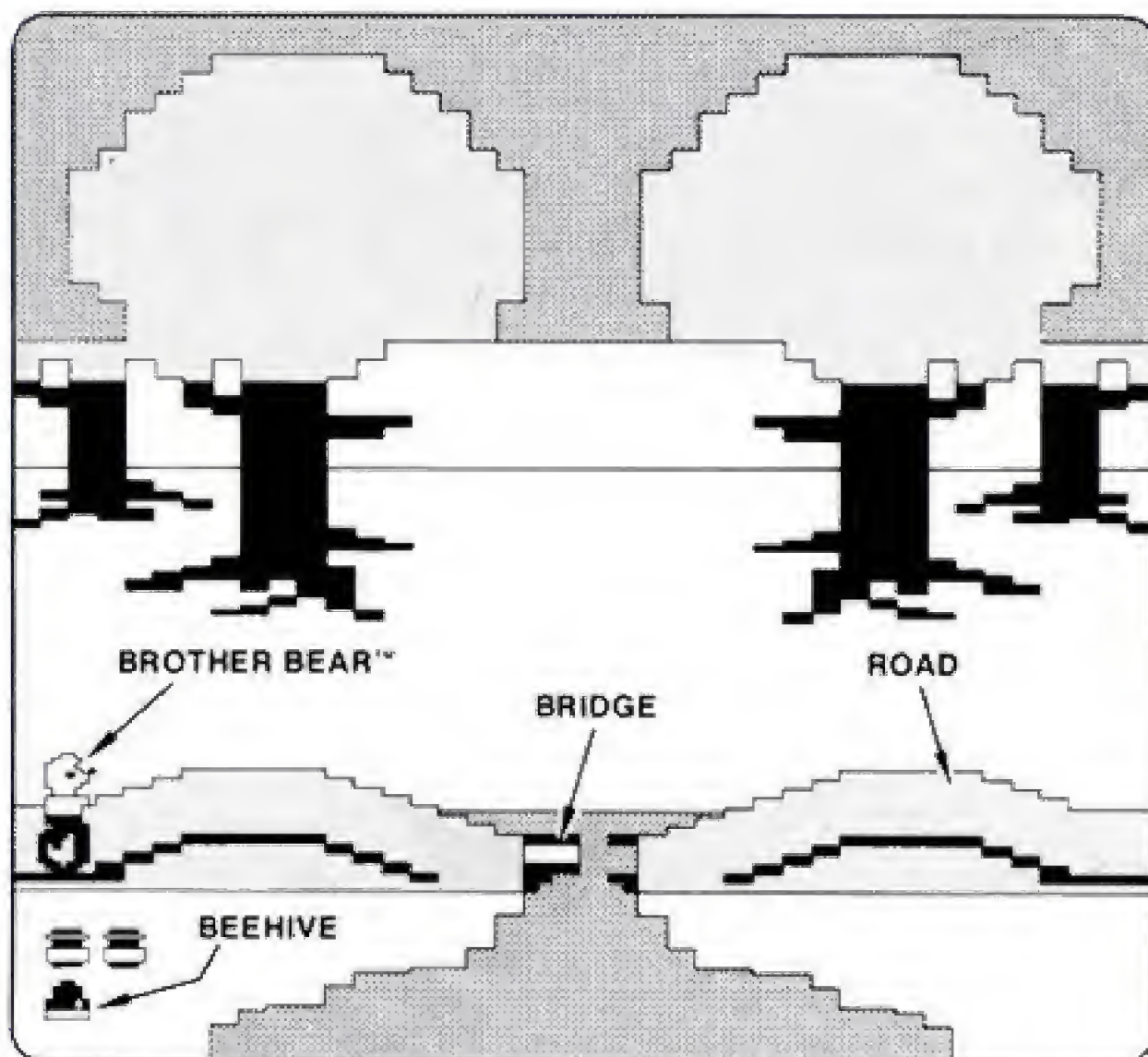

BROTHER BEAR™

BOULDERS

ROAD

HONEYPOT

Road Scene: Move Brother Bear™ to the right. Try to miss the boulders.

Each game has a Road Scene. Look at the picture above. One kind of Road scene has boulders on the road. Help me watch out for them!

Another kind of Road scene has a bridge or two to cross. Cross the bridge when it is closed. Get me to the right side —that's where I want to be!

BROTHER BEAR™   ROAD

BRIDGE

BEEHIVE

Road Scene: Move Brother Bear™ to the right. Cross the bridge when it is closed.

You can earn honeypots and beehives in scenes like this. How? Each time you help me cross from left to right without hearing the buzzer, you win! And every time you earn five honeypots, you earn one beehive! How about that?
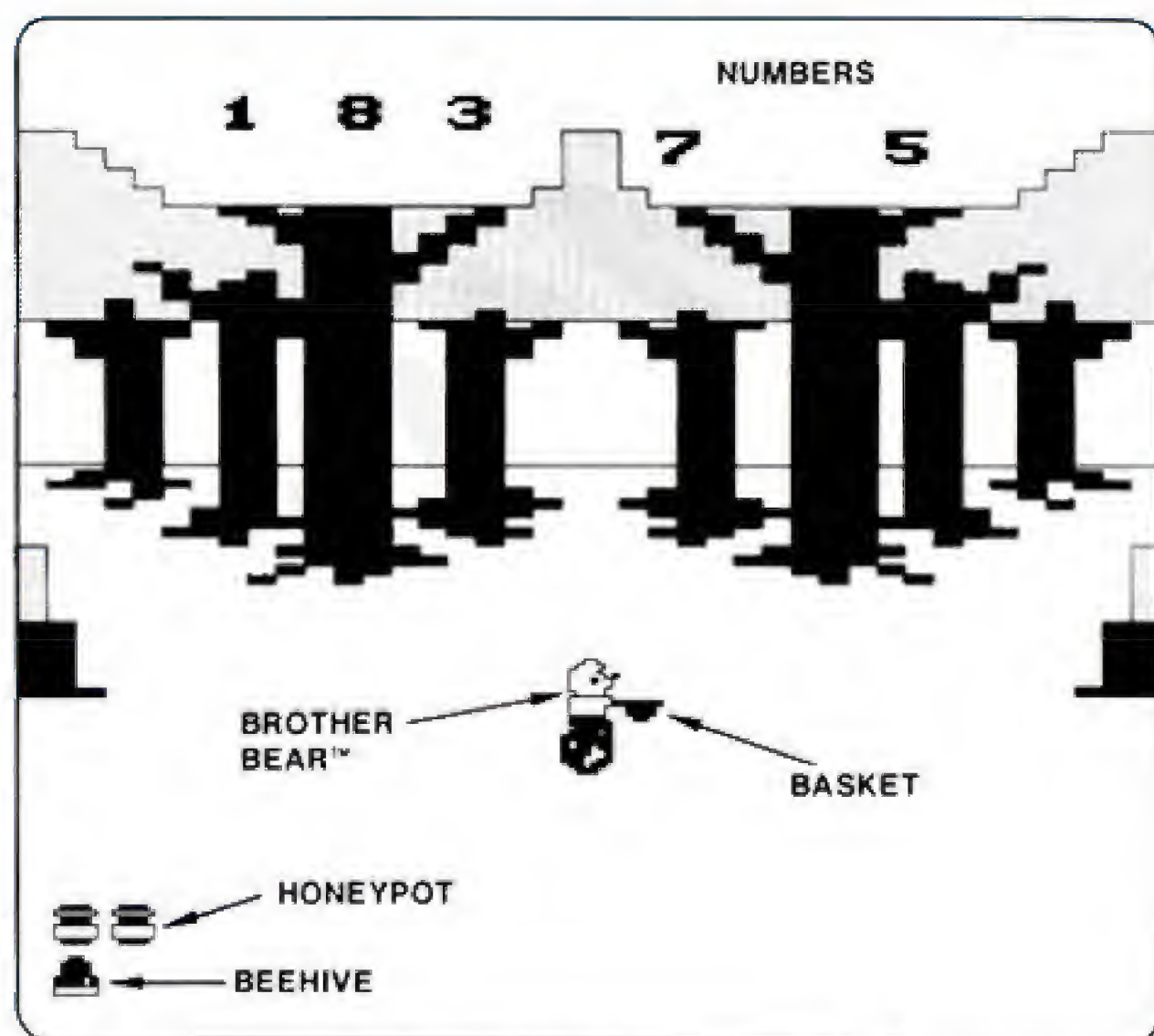
Now we go on to the games.

Are you ready?

Here we go!

BERENSTAIN BEARS™ BIG NUMBER HUNT

NUMBERS

1 8 3   7   5

BROTHER BEAR™

BASKET

HONEYPOT

BEEHIVE

BIG NUMBER HUNT: Use Brother Bear's™ basket to catch the right number!

What's going on here? Listen to the tape.
The songs tell you what to do. It's
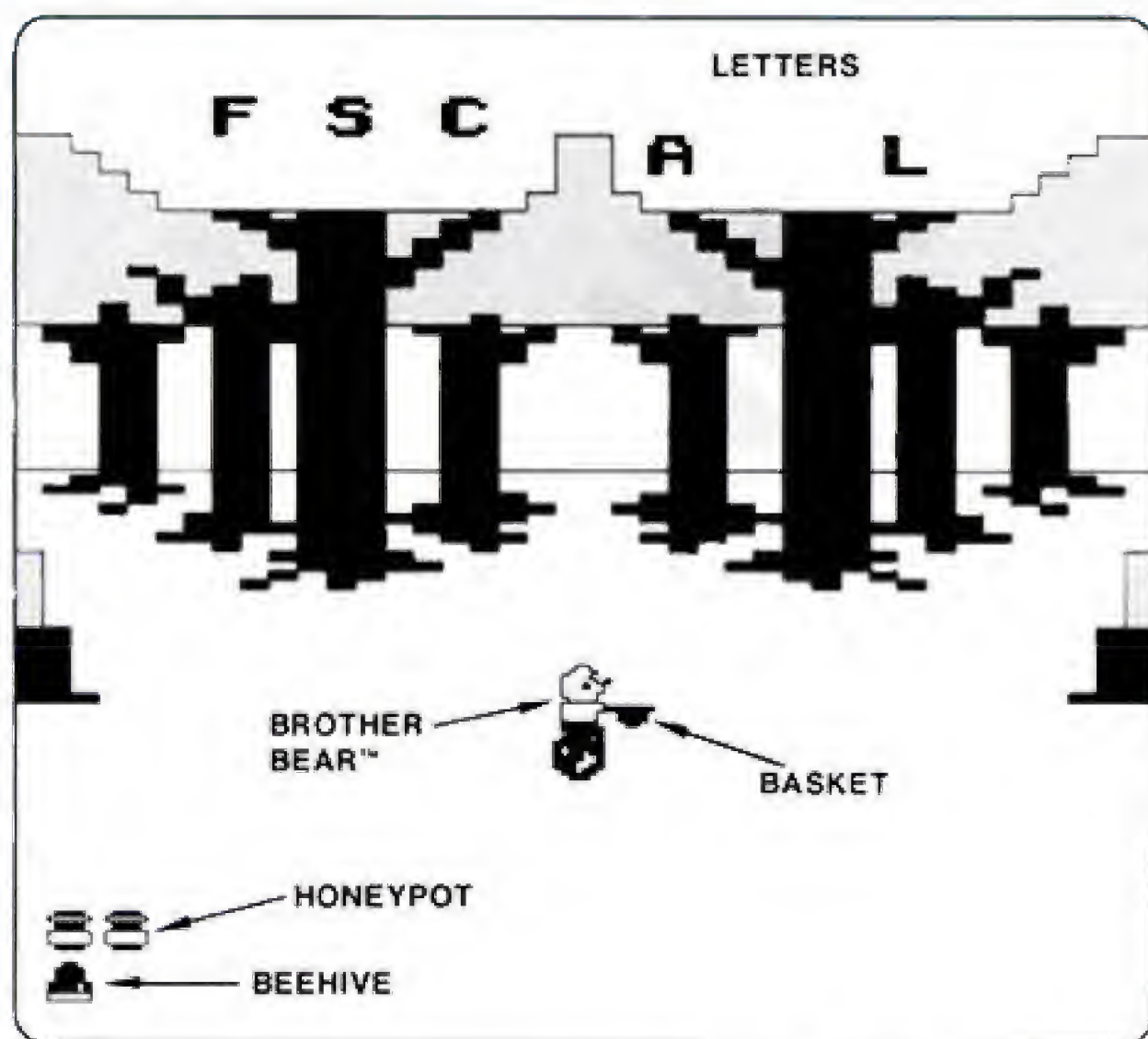numbers you're after—they're what count!

You earn a honeypot each time you help me catch only the right number! How many can you get?

Every time you earn five honeypots, you get a beehive!

BERENSTAIN BEARS™ GREAT LETTER ROUND-UP

LETTERS

F S C A L

BROTHER BEAR™

BASKET

HONEYPOT

BEEHIVE

GREAT LETTER ROUND-UP: Use Brother Bear's™ basket to catch the right letter!

What happens here? Listen to the tape. The songs will tell you what to do. You'll need to catch letters from A to Z!
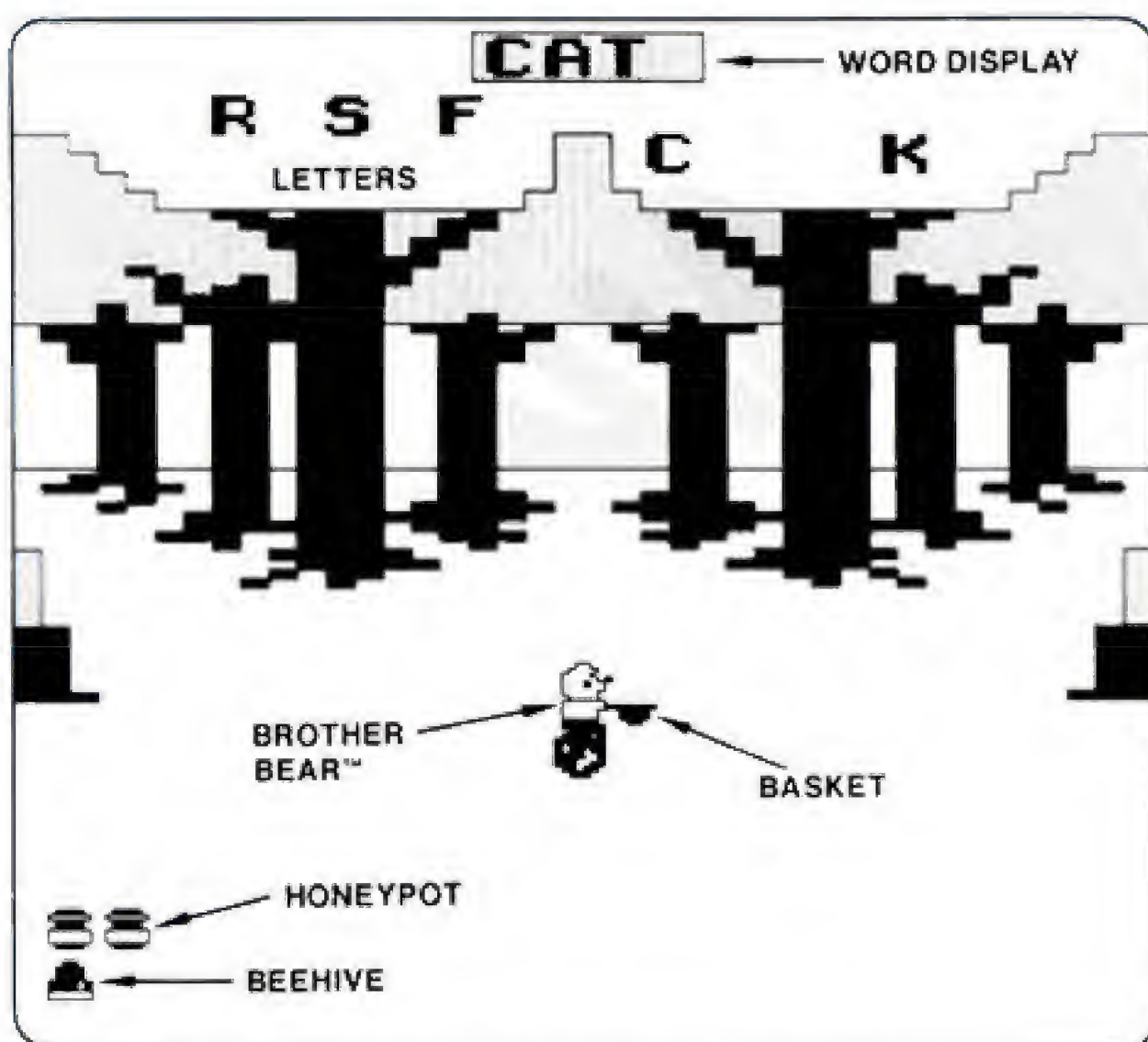
9

You earn a honeypot each time you help me catch only the right letter! How many can you get?

Every time you earn five honeypots, you get a beehive!

BERENSTAIN BEARS™ SPOOKY SPELLING BEE

CAT ← WORD DISPLAY

R S F
LETTERS
C
K

BROTHER BEAR™
BASKET

HONEYPOT
BEEHIVE

SPOOKY SPELLING BEE: Use Brother Bear's™ basket to catch the correct letters. Catch them in the right order to spell the word!

Now what happens? Listen to the tape. The songs tell you how to play. Catch the right letters and spell the word! It's as easy as A-B-C!

You earn a honeypot each time you correctly spell the word! How many honey pots can you get?

Each time you earn five honeypots, you get a beehive!

Know what?

There's something special you can do in this game.
Want to see the word you have to spell? Here's how you do it:

Slide the left Difficulty Switch on your game system to the "B" if you want to see the word you have to spell. If you don't want to see the word on the screen, slide this switch to "A."

Wait a minute.

If you're using a game system other than GEMINI™, please slide the left Difficulty switch to "A" to see the word. Slide this switch to "B" if you don't want to see the word on the screen.

All right, that's it.

Enjoy the games.

And remember, Brother Bear™ hopes you have fun!

HOW TO START YOUR GAME OVER

Here's how to start your game over.

Just follow along with me!

● First press the [STOP] key on the Voice Module.

● Then turn your game system OFF.

● Press the [REWIND] key on the Voice Module to rewind the tape.

● Now turn your system ON.

When the tape has rewound, remember to press the [STOP] key!

Now you can press the [PLAY] key on the Voice Module.

The game starts over again!

Easy, huh?

HOW TO START A NEW GAME

Want to change to a different game?

Here's how:

- First press the [STOP] key on the Voice Module.

- Then turn your game system OFF.

- Press the [REWIND] key on the Voice Module to rewind the tape.

- Now turn your system ON.

When the tape has rewound, remember to press the [STOP] key!

What's next?

Take out the tape and put in a different one.

Now press the [PLAY] key on the Voice Module.

Is that all? That's it!

Now you're ready to play a new game!

TO THE PARENT

PLEASE NOTE: Do not leave the game unattended for more than 5 minutes. If discontinuing play, turn system off.

Coleco's BERENSTAIN BEARS™ is a learning game package for young children. Its exciting onscreen action, delightful music and authentic sound effects serve to blend fun with a genuine learning experience.

BERENSTAIN BEARS™ gives you three different games. Each game teaches eye-hand coordination as well as readiness skills involving numbers or letters:

1. BIG NUMBER HUNT teaches recognition of numbers 0 through 9.
2. GREAT LETTER ROUND-UP teaches recognition of alphabet letters A through Z.
3. SPOOKY SPELLING BEE teaches the child to spell three-letter and four-letter words.

This package uses the KID VID™ Voice Module with three special cassette tapes. Each tape pertains to one of the three learning games and includes background music, short themes and songs, and instructions for playing the game.

Read this instruction booklet carefully to your child, then start him or her on the road to hours of learning and enjoyment with BERENSTAIN BEARS™.

For your child's total enjoyment, please note the following:

DIFFICULTY SWITCHES

The left Difficulty Switch selects different features in SPOOKY SPELLING BEE.

Use the left Difficulty Switch to display on the screen the spelling word, according to the following:

GEMINI™ game system . . . . Position B

ATARI® 2600™ VCS and Coleco's
Expansion Module 1. . . . . Position A

To prevent the word from being displayed, set this switch according to the following:

GEMINI™ game system . . . . Position A

ATARI® 2600™ VCS and Coleco's
Expansion Module 1. . . . . Position B

The right Difficulty Switch has no effect on any BERENSTAIN BEARS™ game.

IMPORTANT: While playing, the Voice Module stops automatically when the tape comes to the end. If you press | REWIND | or | FAST FORWARD | you must always press | STOP | afterward.

BW/COLOR SWITCH
Set this switch to black-and-white or color, according to your TV.

GAME SELECT
Pressing this switch has no effect.

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In each game, rounds continue until all rounds have been played, according to the following:

BIG NUMBER HUNT has 20 rounds, dealing with numbers from 0 through 9.

GREAT LETTER ROUND-UP has 26 rounds, dealing with the alphabet letters from A through Z.

SPOOKY SPELLING BEE has 20 rounds: ten rounds for spelling three-letter words and ten rounds for spelling four-letter words.

SCORING

In each game, you score **one honeypot** for successfully completing each Road scene and each Problem scene without making an error (causing the buzzer to sound). For every **five honeypots** earned, you earn a **beehive**.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing BERENSTAIN BEARS™, but it is only the beginning! You will find that this program is full of special features to make BERENSTAIN BEARS™ exciting every time you play. Experiment with different techniques—and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that the video game cartridge and cassette(s) will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism, or misuse.

Any implied warranties arising out of the sale of the video game cartridges and cassette(s) including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge or cassette(s) fail to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 5:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game cartridge or cassette(s), please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge or cassette(s) is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge or cassette(s) is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge or cassette(s) requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

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